Basic Working Procedures

This section describes the most common basic tasks you will use when working with BREEZE AERMOD/ISC. It is designed as a "How-To" guide. You can use the table of contents as an index. Although it is organized roughly in the order that you would perform the tasks you don't need to begin at the beginning and work your way through. Every topic contains comprehensive links to background information and other relevant subjects so you can just pick out the task you need to perform and begin.

The topics in this section are intentionally kept as brief as possible. The focus is on how to do what you need to do. More detailed background information on many subjects is provided in other areas.

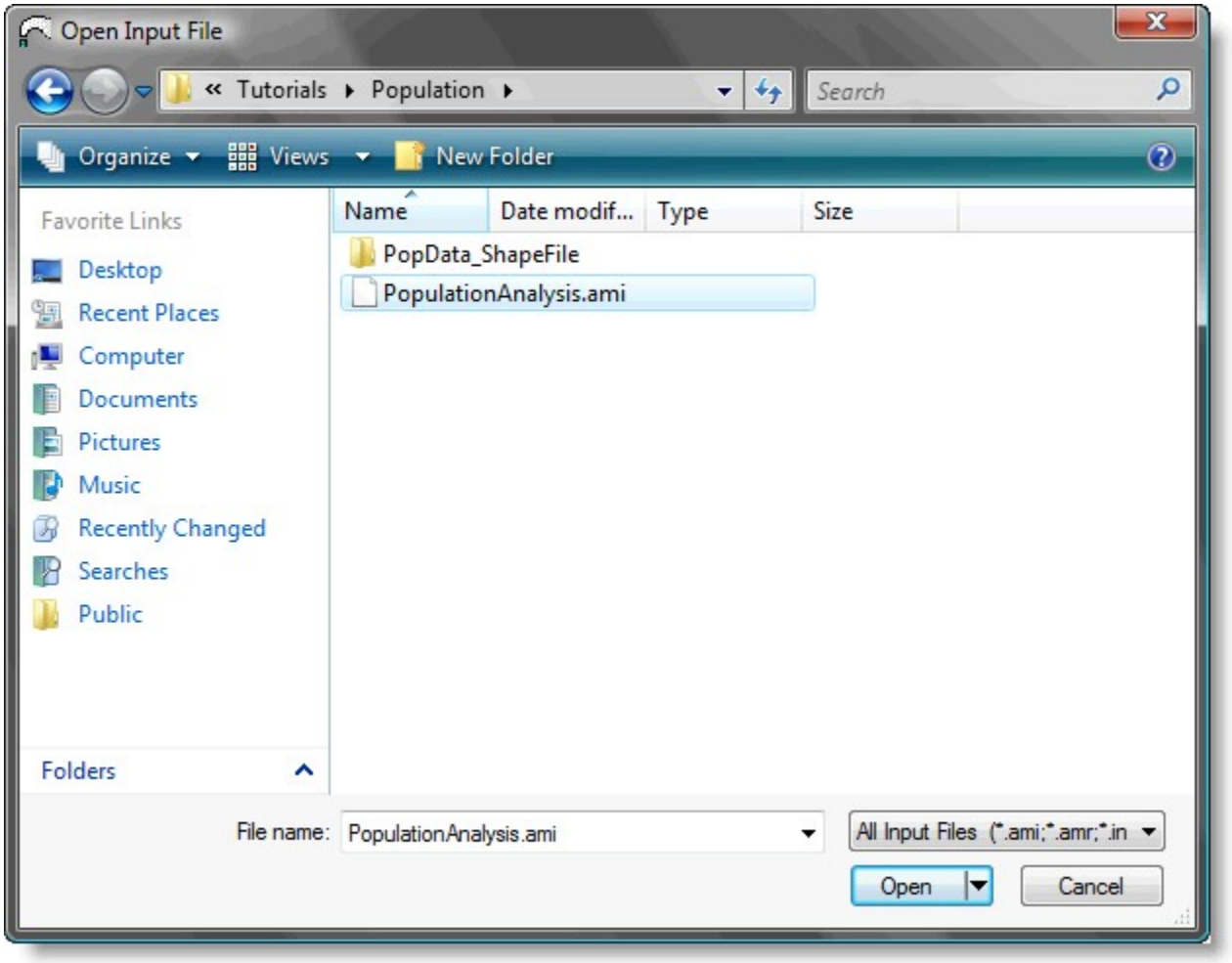
Opening a Data File

BREEZE AERMOD/ISC can open, display, and process a single model scenario at a time.

To invoke the Open File dialog using one of three methods:

1. Select Open in the Application menu
2. Click the Open button on the Quick Access Toolbar

In the Open File dialog select a file type, navigate to your data folder, select the file name, and press the Open button (or just double click the file name).



Entering Data

There are four basic types of data that can be entered into BREEZE AERMOD/ISC.

1. Model Options
2. Model Objects (source, receptor, buildings)
3. Meteorological and terrain data
4. Optional base maps

Running The Model

After the necessary information has been entered, the model can be run. This is accomplished by selecting the Analysis | Model Run menu item. Project scenarios can also be "batched" using the Scheduler. It is always a good idea to review the warning and error messages in the Project display view prior to making a model run.

Reviewing Results

After a model run finishes, there are a number of places where results can be viewed.

1. The Reports View
2. In the BREEZE 3D Analyst utility
3. In the compressed .amz file. This file can be opened with the BREEZE Zip File Manager, WinZip or Microsoft's file compression reader. The .amz file is located in the directory the AERMOD project file (.ami) was created.